



NATIONAL HILLEL BASKETBALL TOURNAMENT

OFFICIAL RULES & GUIDELINES

IN EFFECT FOR THE 2017 NATIONAL HILLEL BASKETBALL TOURNAMENT

OFFICIAL RULES AND GUIDELINES CONTENTS

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1 General Policies

1.1 Team and Individual Registration

- 1.1.1 This registration is an application to participate in the 2017 National Hillel Basketball Tournament (“NHBT”). While the NHBT Board seeks to organize a tournament that is inclusive, exciting, and fiercely competitive, it reserves the right to reject any team's bid for registration for any reason, as determined by the NHBT Board.
- 1.1.2 To play in the Tournament, a team, as well as each individual player, must have registered and signed in prior to applicable deadlines.
- 1.1.3 To register for the Tournament, use the instructions as they are laid out on the registration website.
- 1.1.4 In the event that a team submits their registration documents but fails to submit their deposit for the Tournament prior to the necessary deadline, that team’s spot in the Tournament will automatically be dropped, and possibly lost. A team will only be considered to have secured their spot in the Tournament once their deposit has been submitted by the appropriate deadline.
- 1.1.5 The National Hillel Basketball Tournament Board cannot accept a team/player’s registration if any parts of the registration forms are missing or incomplete. Failure to submit all required information and documents in a truthful, honest, and accurate manner will result in disqualification from the Tournament.

1.2 Team Eligibility Policies

- 1.2.1 To be eligible to register for the Tournament, an applicant team may consist of undergraduate students, Hillel staff members permitted (as determined by NHBT Board members) to play on their Hillel’s team, and a maximum of 1 player no more than 1 year removed from college.
- 1.2.2 Further, to be eligible to register and participate in the Tournament, a player must have some level of involvement/participation in the Hillel represented by the team with which they seek to register. This rule will be strictly enforced and exemptions will only be granted by expressed consent from an NHBT Board member.

- 1.2.3 Typically, a team will only consist of players who attend the University represented by—and commonly associated with—the Hillel that team seeks to represent. However, we understand that the campus dynamics of certain Hillel's and college Jewish communities may necessitate certain exceptions to this general policy. Nevertheless, to protect the Tournament's competitive integrity, a team seeking to consist of anyone who does not attend the University or Hillel represented by that team must obtain express approval by an NHBT Co-Chair in order to register and/or participate.
- 1.2.4 A team may have no more than 3 players who have EVER been (whether presently or previously) on a NCAA Division I, II, or III basketball team. No exceptions will be granted. As violation of this rule will result in intolerable competitive disparities and disadvantage, violations will result in disqualification of the entire violating team (not merely individual players).
- 1.2.5 Teams must have a minimum of 5 players and a maximum of 8 players.

1.3 Continuing Eligibility Requirements

- 1.3.1 Each Tournament participant must sign in at the Tournament registration desk NO LATER than 4:30 PM or before your first Friday game. Players who fail to sign in by this deadline will not be permitted to play in the Tournament until they sign in at 9:30PM on Saturday night. This rule will be strictly enforced. To accommodate teams and individuals with **extraordinary** circumstances, if notified in advance—and at their sole discretion—NHBT Board members may grant highly limited exceptions and facilitate alternative sign-in arrangements.
- 1.3.2 To ensure competition and underscore that game forfeitures due to team and/or player tardiness will not be tolerated, teams that do not have at least 5 players fully registered and signed in prior to the required Friday deadline will be automatically disqualified from the Tournament, and will not receive a refund. This policy will be strictly enforced.
 - 1.3.2.1 In the same vein, Tournament participants are required to be on time to all scheduled games and events. See Rule 3.2 for additional policies on this subject.
- 1.3.3 In order to foster the spirit of comradery so vital to the Tournament's mission and success, Tournament participants are required to attend ALL mandatory Tournament events and programs over the course of the Tournament weekend.
- 1.3.4 Tournament captains are required to attend all captain meetings.

2 Participant Responsibility and Assurances

2.1 Adherence to Tournament Policies

2.1.1 Tournament participants are responsible for respecting and following all Tournament rules, policies, guidelines, and instructions—whether written or communicated verbally by an NHBT Board member. Failure to adhere to all Tournament rules, policies, guidelines, and instructions may result in disqualification from a player or team’s disqualification from the Tournament and/or other penalties, as determined at the discretion of the NHBT Board.

2.2 Participant Conduct

2.2.1 Over the course of the Tournament weekend, Tournament participants must treat others (including, but not limited to Board members, students at the University of Maryland, referees, Maryland Hillel staff, and Tournament volunteers) and conduct themselves, with respect and civility. Failure to do so may result in Tournament sanctions and/or disqualification.

2.2.2 If a participant engages in actions that the NHBT Board deems, or has already deemed, to be inappropriate conduct, he/she may receive Tournament sanctions and/or be disqualified from the Tournament entirely.

2.2.3 Tournament participants will be held accountable for anything and everything they are responsible for damaging over the course of the Tournament weekend. Anyone who the Board deems responsible for any damage—including to all Tournament property, facilities, and/or University of Maryland sites—will be charged accordingly for the damages incurred.

3 Competition

3.1 Overview

3.1.1 Men's

- 3.1.1.1 Each men's team will play at least 4 preliminary games.
- 3.1.1.2 Following the preliminary games, each team will be seeded based on its record.
- 3.1.1.3 In the event that teams have identical records following the preliminary games, for the purpose of seeding, tiebreakers will be determined based on the following criteria:
 - a. Head to head record.
 - b. Total point differential.
 - c. Total points scored.
 - d. Total points allowed.

3.1.2 Women's

- 3.1.2.1 Each women's team will play at least 4 preliminary games.
- 3.1.2.2 After the preliminary games, each team will be seeded based on its winning percentage.
- 3.1.2.3 In the event that teams have identical winning percentages following the preliminary games, for the purpose of seeding, tiebreakers will be determined based on the following criteria:
 - a. Head to head record.
 - b. Total point differential.
 - c. Total points scored.
 - d. Total points allowed.

3.2 *Gameplay*

3.2.1 Personnel Requirements

- 3.2.1.1 Team captains are the designated contacts and spokespeople for respective their teams, and are responsible for being aware of all Tournament rules and guidelines.
- 3.2.1.2 At scheduled game times, at least 4 players from each team must be present at the designated court and prepared to commence play.
- 3.2.1.3 If at least 4 players are not present and prepared at the time the game is scheduled to begin, the team with missing players will forfeit the match.
- 3.2.1.4 If both teams fail to meet personnel requirements at the scheduled game time and location, the match will count as a loss for both teams. This rule will be strictly enforced due to the large number of participating teams.
- 3.2.1.5 Although a team must have at least 4 players present and prepared to commence a game, thereafter, a team need only have 1 eligible player to continue and finish a game. For example, if all but 1 player on a given team foul out over the course of the match, that lone player may finish the game.

3.2.2 Gameplay Gear Requirements

- 3.2.2.1 To be considered prepared for play, and to participate in a game, eligible players must wear athletic clothing and basketball, tennis or athletic shoes. Shoes that mark the floor will not be permitted.
- 3.2.2.2 All players must wear their team's jersey while participating in a game. Teams or players without, or not wearing, their jerseys will not be considered prepared to play and/or will not be permitted to participate.
- 3.2.2.3 Players are **PROHIBITED FROM WEARING JEWELRY (EYEBROW RINGS, WATCHES, NECKLACES, EARRINGS, ETC.)** while participating in a game. Covering the jewelry item with tape is **NOT AN ACCEPTABLE ALTERNATIVE**, as it does not prevent the possibility of injury. Players who do not comply will not be permitted to participate.

3.2.3 In-Game Protocols

- 3.2.3.1 Duration. Games will consist of two running clock halves. The clock will only stop for time-outs, protests (per referee request), and injuries. In addition, during the last **MINUTE** of each half, the clock will stop on all whistles.
 - 3.2.3.1.1 The durations of games within each round of competition are follows:
 - a. Preliminary Games: 10 minute halves.
 - b. Bracket Games: 12 minute halves.
 - c. Semi-final Games: 14 minute halves.
 - d. Championship Game: 18 minute halves.

- 3.2.3.2 Substitutions. Substitutions may only be made during dead ball situations. Substitutes should remain at midcourt by the scorer's table until summoned by an official.
- 3.2.3.3 Timeouts. Each team will be permitted to take up to 2 timeouts per team per game. The duration of each timeout is 1 minute.
 - 3.2.3.3.1 If a team calls a timeout after it has already used both of its permitted 2, the timeout will still be rewarded. HOWEVER, a 2 shot technical foul will be assessed against that team, and the non-violating team will be granted possession of the ball. The technical foul will count towards total team fouls. (This rule permits teams to "buy" a timeout in exchange for a technical foul.)
- 3.2.3.4 Mercy Rule. If a team is ahead by 15 or more points with 2 minutes remaining in the second half, or sometime thereafter, the game will end by Mercy Rule. This rule applies only in Preliminary Games.
- 3.2.3.5 Fouls Assessed to Individuals. A player must leave the game upon her/his 5th personal foul. Technical and player control fouls will be counted as personal fouls and as team fouls. If a player or coach is assessed for two technical or flagrant fouls within any single game, she/he will be automatically ejected.
- 3.2.3.6 Team Fouls. 7 fouls each half will result in 1 and 1 free throws. 10 fouls in a half will result in two shots for the remainder of the half.
- 3.2.3.7 Discretionary Fouls and Penalties. The official, scorekeeper, and/or supervisor has the discretion to penalize any individual for unsportsmanlike conduct. A technical foul may be assessed and may be followed by a possible ejection.
- 3.2.3.8 Foul Shot Conduct. While a player is attempting a foul shot:
 - 3.2.3.8.1 No player may move into the restricted area until the ball hits the rim. Players positioned beyond the 3 point line prior to the release may cross the foul line extended or the three-point arc until the ball hits the rim.
 - 3.2.3.8.2 The shooting team may not have more than 2 players in marked line spaces.
 - 3.2.3.8.3 The non-shooting team may not have more than 4 players in marked line spaces.
- 3.2.3.9 Foul Penalties. When a foul for which foul shots are due is assessed, the number of shots awarded and/or possession penalties will be as follows:
 - a. Missed 2-point shot: 2 foul shots.
 - b. Made shot: 1 foul shot.
 - c. Missed 3-point shot: 3 foul shots.
 - d. On or after a team's 7th team foul: 1-and-1 foul shot award.
 - e. On or after a team's 10th team foul: 2 shots.
 - f. Flagrant foul: 2 shots and possession at half court.
 - g. Technical foul: 2 shots and possession at half court.
 - h. Clear-Path foul: 2 shots and possession at half court.
- 3.2.3.10 In-Game Rules of Play. The following standard basketball rules of play, in addition to the rules specified above, will be in effect in all Tournament games:
 - 3.2.3.10.1 Five-seconds (while within "arms length" of a defender, an offensive player with possession must advance the ball within 5 seconds of gaining possession);
 - 3.2.3.10.2 Alternating possessions;
 - 3.2.3.10.3 The scorekeeper's record is official;
 - 3.2.3.10.4 Fouls, which may be called for behaviors that include, but are not limited to:
 - a. Illegal use of hands, arms, legs, feet, and/or torso;

b. Pushing, holding, grabbing, and/or hooking an opponent.

3.2.3.11 Overtime Procedures.

3.2.3.11.1 In any preliminary game:

3.2.3.11.1.1 Overtime will start immediately after regulation ends.;

3.2.3.11.1.2 Overtime will start with a tipoff;

3.2.3.11.1.3 First team to score wins (including a single free throw) ;

3.2.3.11.1.4 All teams will start overtime in the foul bonus, meaning that player fouled will shoot 1 and 1 on all non-shooting fouls.

3.2.3.11.1.5 Each team will have 2 time-outs per overtime period. Any unused timeouts from regulation time will NOT carry over to the overtime period.

3.2.3.11.2 In any elimination game:

3.2.3.11.2.1 Overtime will start immediately after regulation ends.;

3.2.3.11.2.2 Overtime will start with a tipoff;

3.2.3.11.2.3 Overtime will be 3 minutes in length, running time. The clock will only stop for time-outs, injuries, protests, and for all whistles within the last minute;

3.2.3.11.2.4 Overtime periods will be repeated until a winner is determined;

3.2.3.11.2.5 Each team will have 2 time-outs per overtime period. Any unused timeouts from regulation time will NOT carry over to the overtime period.